# LEAPSTER

EDUCATIONAL GAME SYSTEM ACCESSORIES

## RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack, and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

## CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

# LEAPSTER™

EDUCATIONAL GAME CARTRIDGE

## PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

Check Out the Ever-Growing

LEAPSTER

Educational Game Library!

## Leapster™ Dora the Explorer

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

## Leapster™ SpongeBob SquarePants

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob collect ingredients, create the sauce, and test it on Patrick!

## Leapster™ Kindergarten

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

Check Out the Ever-Growing

LEAPSTER

Educational Game Library!

## Leapster™ 1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

## Mr. Pencil's Learn to Draw & Write

Let your imagination run wild! Mr. Pencil's Learn to Draw & Write combines over 100 in-depth lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

## Leapster™ Math Baseball

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning games that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

WELCOME TO LEAPSTER™

1st Grade

At the Beach Boardwalk you'll find bubbles, bumper cars, a racetrack and much more! Earn tokens by playing games, and you can race a car at the RC Rally!

**1 Getting Started:**
Insert the cartridge with the label facing front. Press the On/Off button to begin.

**2 Sign In**

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

**3 Game Selection Screen**

The Leapster™ 1st Grade software has 6 action-packed learning games. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the big blue button to start the game. To skip the intro movie, touch the screen with the stylus or press the big blue button.

To turn off the background music, touch the tab with the music note. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.

*All images in this Parent Guide are representative only of gameplay and do reflect actual screenshot pixelization.*

# EDUCATIONAL SKILLS SUMMARY

Leapster™ 1st Grade games help teach over 70 skills in the areas of reading, language arts and mathematics. These skills are derived from LeapFrog's guideline of approximately 1,200 skills that are aligned with key state standards, and that identify what teachers are expected to teach and what students are expected to learn at each given grade level.

READING | MATHEMATICS | OTHER

| | First word in sentence | Pronounciation | End punctuation | Plurals | Adjective forms | Subject-verb agreement | Verb forms and tense | Complete sentence versus fragment or run-on | Initial consonant | Final consonant | Short vowel patterns | Long vowel patterns | Vowel digraphs | Diphthongs | Regular spelling patterns (CVC, CVCe) | Consonant blends, digraphs, and clusters | Regular plurals | Spelling pattern long oo, long u | Recall details | Predict events or outcomes | Compare and contrast | Classify and categorize | Draw conclusions | Know meaning of prefixes and suffixes | Read common, irregular sight words | Read simple decodable words with regular blends | Recognize letter/letter pattern sounds and blend them into recognizable words | Match oral and printed words | Decode familiar/unfamiliar words by using all letter-sound correspondences | Decode words with common vowel sound patterns | Decode words with initial digraphs | Decode words with final digraphs | Add endings to words ending in -e | Recognize compound words | Recognize plurals | Recognize inflectional forms (e.g., -s, -ed, -ing) | Identify root words | Recognize common spelling patterns | Recognize common word families | Differentiate real and nonsense words | Note similarities and differences between objects or groups | Group objects by similar characteristics | Understand concept of zero | Recognize add and subtract symbols and understand their function | Recognize fractional parts or parts of a set | Recognize 1/2, 1/3, 1/4 | Add math facts (to sum of 18) | Add zero to one-digit number | Add three one-digit numbers | Add multiple of 10 plus one digit | Add one- and two-digit numbers without regrouping | Add two multiples of 10 | Subtract math facts (to 18) | Subtract one from two-digit number without regrouping | Subtract two multiples of 10 | Subtract 0 from a number, including 10 | Understand tally chart, simple pictograph, bar graph | Solve addition problems to 10 | Solve subtraction problems to 10 | Recognize a shape that has changed orientation | Predict figure formed by joining two or more shapes | Identify basic shapes | Recognize characteristics of common shapes and objects | Recognize congruent shapes (same and different) | Combine, subdivide, and transform basic shapes to make new shape | Compare common objects to basic shapes | Recognize elements of basic shapes | Recognize solid figures | Classify objects by various attributes | Evaluate solutions or solution strategies as being reasonable | Kinesthetic awareness |
|---|---|---

## Learning at All Levels

Games that teach reading and math skills advance through three levels of difficulty. Each level increases in the complexity of the skills being taught. In *Wild Word Waves,* for example, the levels go from 1) forming statements with nouns, verbs, articles and adjectives; to 2) forming statements and questions with nouns, verbs, articles, adjectives, adverbs and conjunctions; to 3) choosing from word banks to form statements and questions, using all of the above parts of speech. The program allows for as much practice at any given level as a player would like to have.

## How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the hint button, or gets several incorrect answers. In *Bubble Doubles,* for example, if a player has responded incorrectly, the Edison character will show the player how to solve the problem step by step.

## Collecting Tokens

Players are awarded tokens as they successfully complete the games. They can use these tokens to rent RC cars to race at the RC Rally!

# LetterPillar

## HOW TO PLAY

It's an insect. It's a caterpillar. No, it's a LetterPillar! Using the arrow pad, players help LetterPillars eat letters to spell words and turn into butterflies. But watch out! There are enemies all around. Players get the power to defeat them by "eating" fruit supplied by their butterfly friends and "drinking" milkweed juice to break through rocks.

## WHAT'S BEING TAUGHT?

**Phonics/Spelling:** An understanding of the relationship between letters and their sounds; an understanding that a word is made up of several sounds; the ability to segment sounds in words to spell them, and blend sounds together to read them.

**Level 1:** Players identify sounds by their letters and place the letters in the right order to make words with short vowels *(bed, sit)* in the CVC (consonant-vowel-consonant) pattern; words with consonant blends *(flag, band)* in the CCVC and CVCC patterns; and words with silent *e (game, bike)* in the CVCe pattern.

**Level 2:** Players make words with consonant digraphs *(chip, when, mash,* and *bath)* in the CCVC and CVCC patterns and vowel digraphs *(boat, sheep, and beach)* in the CVVC, CCVVC and CVVCC patterns.

**Level 3:** Players make words in which the letter *y* stands for the long-vowel sound of *i,* as in *fly*; words with the diphthongs *ou, ow* and *oo,* as in *mouth, frown,* and *mood;* and words that form their plurals by adding the letter *–s,* as in *cats* and *kites*.

## WHY IS THAT IMPORTANT?

Rote memorization of spelling words is not for every child. While some children are strong visual learners, others are not. Unlike rote learning, phonetic spelling provides a *strategy*, allowing children to identify common spelling patterns and internalize spelling rules. Phonetic spelling begins with *regular* patterns, as in *c-a-p*, in which each letter stands for its own sound. Rules are then applied. For example, silent *e* serves as a signal that the preceding vowel will make its long-vowel sound. Thus, *cap* becomes *cape; pin* becomes *pine;* and so on.



# Bubble Doubles

## HOW TO PLAY

Lily's not just blowing bubbles. She's making words, and players can too! Players use the pen to "burst" bubbles with word parts that combine to make new words. The object of the game is to make as many words as possible before the time runs out.

## WHAT'S BEING TAUGHT?

**Word Building/Structural Analysis:** An understanding of how word parts, including base words, inflectional endings, prefixes, suffixes, and words within a compound, are combined to form new words.

**Level 1:** Players match one-syllable words in order to form compound words.

**Level 2:** Players match one- and two-syllable words in order to form compound words; and match the prefixes *un-, re-,* and *dis-* to base words to form new words.

**Level 3:** Players match words to form compound words; match *–s* to a noun in order to form its plural; and match the prefixes *un-, re-* and *dis-,* the inflectional endings *–s* and *–ed,* and the suffixes –er and –est to base words in order to form new words.

## WHY IS THAT IMPORTANT?

Once children are able to identify the parts of a word and how they go together, they can begin to use this skill as a way to unlock the meaning of new words. For example, if children understand that to "rise" means "to come up," they can figure out that "sunrise" is the time when the sun comes up. "Sunrise" means *morning.* Similarly, if they know that the prefix *un-* means "not" or "the opposite of," and they know the meaning of the base word *happy,* they are likely to understand that when people are "unhappy" they are not happy but sad.

# Wild Word Waves

## HOW TO PLAY

Dare to ride Wild Word Waves, the wackiest log flume in town! All you need is one sentence and a little courage to ride! The loading station is filled with signs that have words and punctuation on them. Players move the signs with the pen to put them in the right order to make sentences.

## WHAT'S BEING TAUGHT?

**Grammar and Usage:** An understanding of sentence structure—that all sentences begin with a capital letter and end with a punctuation mark; an understanding of the parts of speech and how words go together to form sentences.

**Capitalization:** Players recognize that the first word of a sentence must begin with a capital letter.

**Punctuation:** Players recognize that a statement must end with a period and a question must end with a question mark

**Syntax:** Players recognize how words are put together to form sentences.

**Level 1:** Players put words in the right order to form sentences (statements) with nouns, verbs, articles and/or adjectives.

**Level 2:** Players put words in the right order to form sentences (statements and questions) with nouns, verbs, articles, adjectives, adverbs and/or conjunctions. Players can expand their choices by recycling words to get new ones.

**Level 3:** Players practice skills taught in Level 1 and Level 2, except in this level incorrect or distracting words are offered as choices to complete the sentence.

## WHY IS THAT IMPORTANT?

Throughout their school lives, children are called upon to express themselves in writing. To write a meaningful paragraph or essay, children must first know how to write a coherent sentence. They must be able to recognize the parts of speech and understand how to put them together to form a complete thought.

# Bumper Bonanza

## HOW TO PLAY

The bumper cars are all charged up and ready to go! Players choose from three daredevil teams, then control the action by matching the answers to equations on the bumper cars with the numbered exits in the bumper car rink. Using the pen, touch a car, and then draw a line to the matching exit. If the match is correct, the car follows the line, bumping its way past the other cars to get to the exit.

## WHAT'S BEING TAUGHT?

**Numeration:** An understanding of addition and subtraction symbols and their functions; an ability to perform basic addition and subtraction operations.

**Level 1:** Players solve addition equations using numbers from 0 to 10 and subtraction equations using numbers 19 and lower.

**Level 2:** Players solve addition equations using multiples of 10 and single digit numbers, and subtraction equations using numbers 19 and lower.

**Level 3:** Players solve equations, adding 3 single-digit numbers; and add and subtract 1- and 2-digit numbers.

## WHY IS THAT IMPORTANT?

Once children are able to make the connection between numerals and their numeric value, compare and order whole numbers, and count, they can begin to understand and apply the mathematical operations addition and subtraction. Through practice, youngsters are empowered to learn these basic skills and slowly build from operations on single-digit numbers, to double-digit numbers, to double-digit numbers with regrouping, and so on. The more engaging the practice, the more likely children are to revisit these skill sets until they master them.

# Sea Shapes

## HOW TO PLAY

Players spot as many fish and objects as they can in this fast-paced underwater tour. Using the pen, players touch the shapes the captain describes: fish with four sides, or sinking litter shaped like a cylinder. They can combine two shaped fish to make a new fish, or tell how many parts make up the whole. The more fish you find, the more tokens you earn.

## WHAT'S BEING TAUGHT?

**Geometry:** Shape attributes, 3-D shapes, combining two shapes to make a whole, fractions.

**Level 1:** Players identify basic two-dimensional shapes, such as circles, squares, rectangles, triangles, diamonds and pentagons, based on the number of sides and corners.

**Level 2:** Players identify three-dimensional shapes and combine two-dimensional shapes to make new shapes.

**Numeration:** An understanding of numerals and their numeric value; fractions and their fractional parts.

**Level 3:** Players recognize parts of a whole and parts of a set that are divided in two, three and four equal parts; identify one-half, one-third and one-fourth.

## WHY IS THAT IMPORTANT?

Once children understand that objects can be classified by their attributes, they can begin to learn the fundamentals of geometry. For example, shapes can be characterized by such attributes as how many sides and corners they have. In higher-level math, this provides the foundation for measuring sides and angles. Thus, a triangle can be more specifically defined as acute, obtuse, or right (based on angles); or equilateral, isosceles, or scalene (based on sides).



# RC Rally

## HOW TO PLAY

In this game, players put the pedal to the metal to race remote-controlled cars. Players first select a track, and then choose an RC car to rent with the tokens they have earned playing other games. To avoid the many hazards that appear along the way, players can do the following:

- Use the arrow pad to control the direction and speed of the car.
- Press the big blue button to jump over obstacles.
- Press the little blue button to squirt hazards.

The game includes three tracks: *The Beach, The Candy Shop* and *The Snack Shack,* with hazards such as oil slicks, banana peels, spilled drinks and beach balls.

The object of the game is to race the length of the course within the qualifying time. If the player achieves or beats this time, he or she will get to race on a new and more difficult version of the track without paying an extra rental fee. If the player does not meet the qualifying time, he or she will need to rent another vehicle in order to race again.

## WHAT'S BEING TAUGHT?

**Logic and Reasoning:** Successful game play depends largely on the logic of the player in determining which RC car can handle the greatest number of hazards on a particular course. (A car will not be slowed down by a hazard that matches its terrain capabilities.)

**Fine Motor Skills:** Players use their skill of hand-eye coordination to navigate their RC car around tracks of increasing levels of difficulty in decreasing amounts of time.

## WHY IS THAT IMPORTANT?

Children are asked to apply their problem solving skills to virtually every area of life, from solving word problems in school to choosing the best way to wash the family pet! Practice in a fun, lively context is a great way to build this skill!

# Try This at Home:

There are lots of great ways to help your child further develop math, reading and logic skills—through activities that you can do together! Here are some fun and easy thought starters:

## Reinforcing Reading, Spelling and Grammar Skills

- Make a CVC (consonant-vowel-consonent) pattern word collage with your child. Have your child draw a picture of a cat, for example. Then, work with your child to draw or cut out of magazines, pictures of words that rhyme with cat. Help your child label each picture.
- Play a riddle game for words in the CVC pattern. Ask your child to think of a word that begins with *g* and rhymes with net. Have your child say, *get-net,* and spell each word. Repeat this procedure for words in the *–ad, -en, -ig, -ot,* and *–ub* families. Try different initial consonant letters. Together, decide if each word is or is not a "real" word.
- Write the digraphs *sh, ch, th,* and *wh* on individual paper plates. Spread them across the floor and play a game of "Penny Toss." Take turns with your child, tossing a penny into one of the plates. Once the penny lands in a plate, the player who tossed it must think of a word that begins with that digraph, say it, spell it, and use it in a sentence. Repeat the procedure, using blends, such as *bl, cl, fl, pl; br, cr, dr, gr, pr, tr; sm, sp, sn, sw, st.*
- Make picture puzzles, using compound words. Help your child illustrate each small word within a compound word on the far left side and far right side of a 5" x 7" index card. Then, cut the card down the middle in a zigzag pattern that your child must piece together to make a picture puzzle. Use words that are easy to illustrate, such as *beanbag, butterfly, cupcake, doghouse, football, pancake, raincoat, snowman,* and *starfish.* Try out your picture puzzles on family and friends.
- Help your child use household objects to demonstrate these word pairs: *pack/unpack, fold/unfold, open/reopen, write/rewrite, play/replay.* After several tries, ask your child to explain what each prefix means.
- Use a theme, such as "on the farm" to build sentences with your child. Begin with a simple sentence that includes a noun (a word that tells who, what, or where) and a verb (an action word): *Ducks quack.* Ask your child to add an adjective (a word that describes) the ducks: *Five ducks quack.* Add an article: *The five ducks quack.* Ask your child to add an adverb (a word that describes the action): *The five ducks quack loudly.* Repeat the procedure for all the animals on the farm. Then use colored construction paper to make a book called "On the Farm." Have your child draw a picture for each expanded sentence. Then, help your child write each sentence as a caption for the pictures. Ask your child to draw a cover. Then, use colored yarn or ribbon to bind the pages of the book together.

## Reinforcing Math and Logic Skills

- Count to 20 with your child. Provide small items, such as raisins, nuts, or jellybeans. Help your child count out up to 20 items, and separate them into two groups. Then, write an equation that shows the amounts in each group, as well as the sum. Together, find and record all the combinations you can make for the sum of 20, 19, 18, and so on.
- Add three single-digit numbers with your child. Cut an empty egg carton so that it has 10 spaces. Label each space consecutively from 1 – 9, and make space # 10 a free space. Then, play "Penny Toss" with your child. Take turns tossing three pennies into the carton. Make the numbers where the pennies land the addends for your equation, such as 3 + 5 + 8 =. Then, solve each equation you've made. (If a penny lands on the free space, then your equation will have only two addends.)
- Play the "Under My Hat game to practice subtracting from 19." Show your child 19 small objects, such as candy corn. Then, hide some under your hat. Ask your child to tell how many you've hidden by counting the objects that remain. Take turns playing as long as time and interest allow.
- Explain that you can use subtraction to compare. Create two uneven groups of small objects (such as fish-shaped crackers) that add up to 19. Have your child compare to find out which group has more, then subtract to find the difference between the two groups.

- Create picture collages with shapes of assorted sizes and colors. Using colored construction paper, cut out different sized circles, squares, rectangles, triangles, diamonds and pentagons. Then, work with your child to create a picture book of collages centered around a theme, such as "the circus." Challenge your child to make the "big top" from the shapes, then a clown's face, a lion, an elephant, a tightrope walker (you'll need some yarn for this one!), and even a trapeze artist. As you create each collage, talk together about the attributes of different shapes and why certain shapes are appropriate to create certain images.
- Use everyday opportunities to teach fractions to your child. As you slice into a pizza, for example, explain how you first cut the pie in half, then in fourths, then in eighths. Remove two slices and show how two-eighths equals one-fourth. Similarly, as you sort laundry, use socks to demonstrate fractional parts of sets. Display four socks and explain that each one is one-out-of-four, or one-fourth of the set.
- Encourage your child to help plan a pretend family vacation. Present certain limitations and challenge your child to problem-solve around them. For example, explain that you need to go to a place that all family members will enjoy, that you can reach by car; during a time of the year that is convenient for all family members. It might be fun to see what your child comes up with. Enjoy your vacation!



## U. S. Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site at *http://www.leapfrog.com/support,* 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

## U.S./Canada Office:

**Telephone:** (800) 701-LEAP (5327)

**Hours:** Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

## U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

## U.K. Office:

**Telephone:** 0800 169 5435

**Eire:** 00 44 1702 200244

**Hours:** Monday through Friday, 9:00 AM to 5:00 PM.

**IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.**

## Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or

consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

**Canada:** In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

**U.K.:** In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

LEAPFROG, the LeapFrog Logo and LEAPSTER are registered trademarks or trademarks of LeapFrog Enterprises, Inc. © 2003 LeapFrog Enterprises, Inc. All rights reserved.

Visit our fun-filled Web site at: *www.leapfrog.com*

600-10065-C